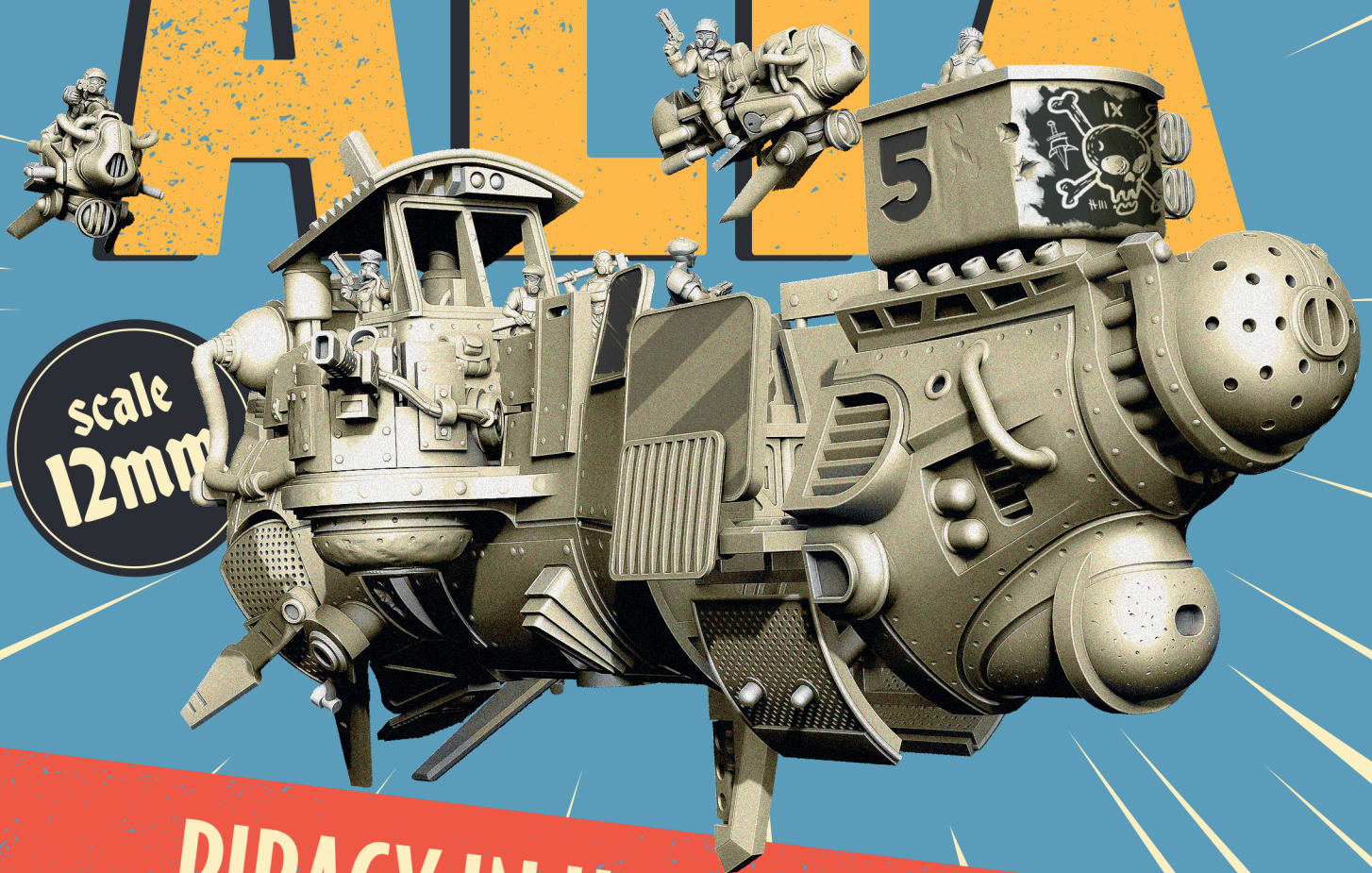


AN SOLO/COOP TACTICAL RPG BY  **BITEBOX**
MINI

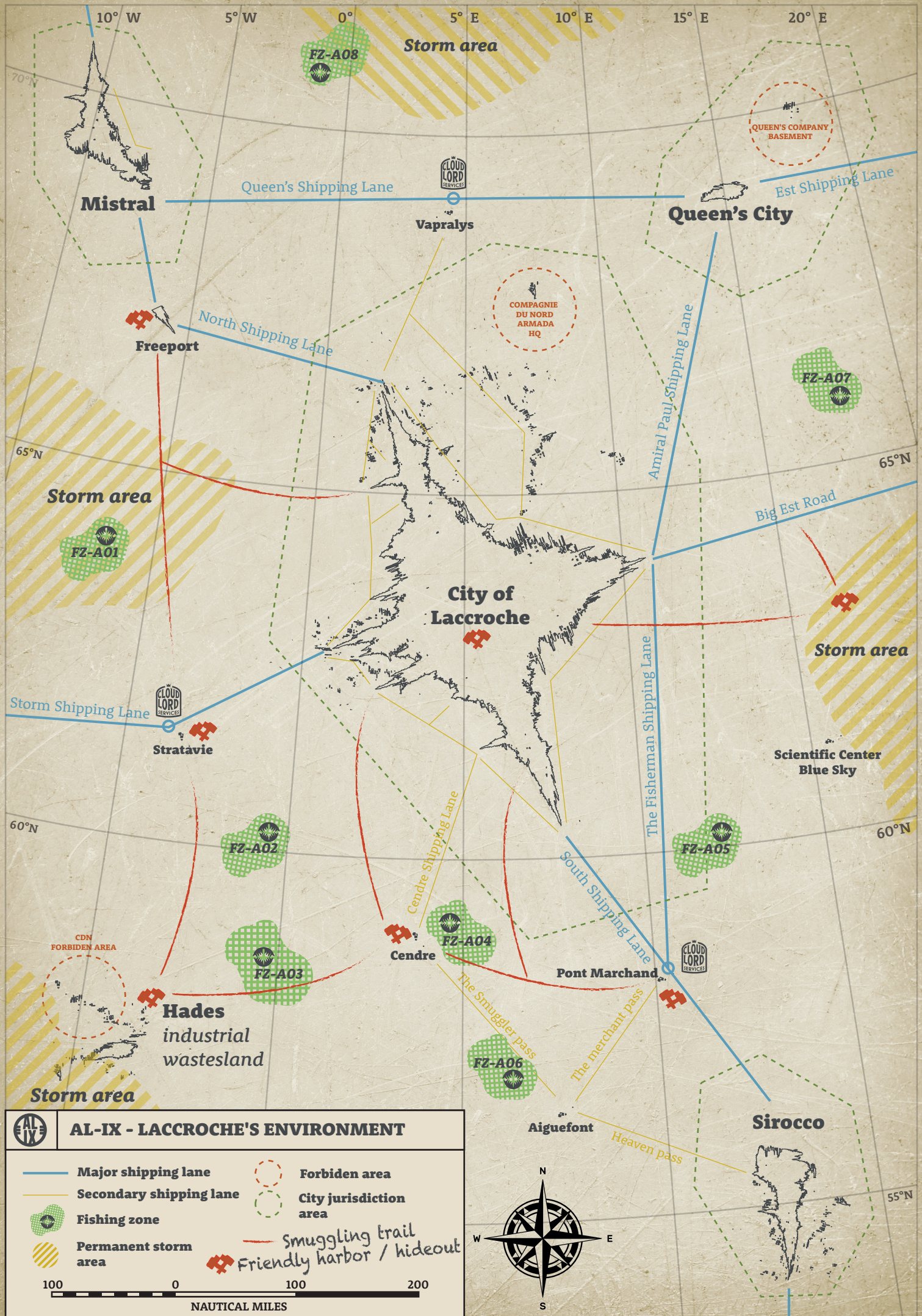
SECTOR ALIX



scale
12mm

PIRACY IN HIGH ALTITUDES

EDITION 1.3 / 2024
ENGLISH 

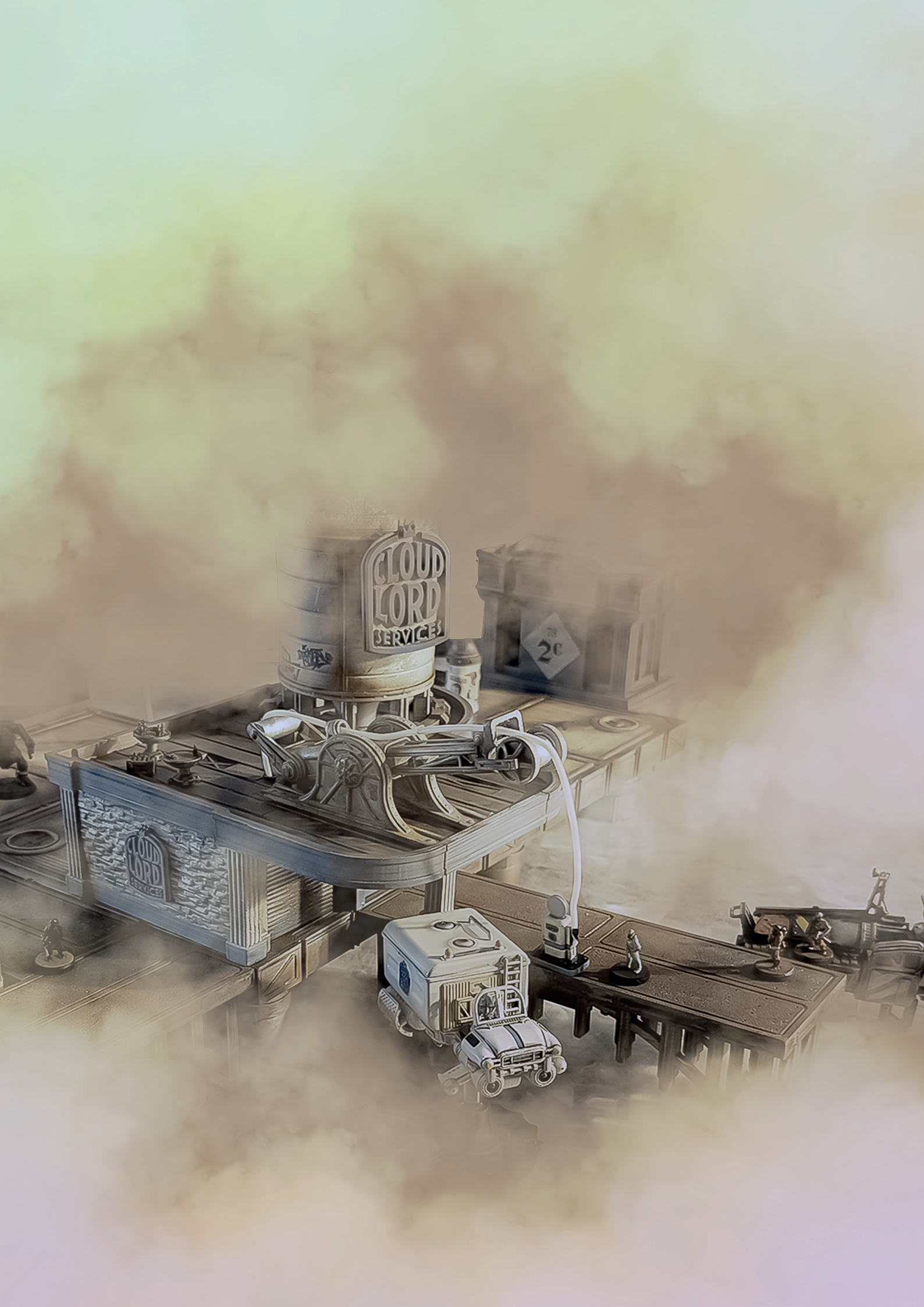


AL-IX - LACCROCHE'S ENVIRONMENT

- Major shipping lane
- Secondary shipping lane
- Fishing zone
- Permanent storm area
- Forbidden area
- City jurisdiction area
- Smuggling trail
- Friendly harbor / hideout

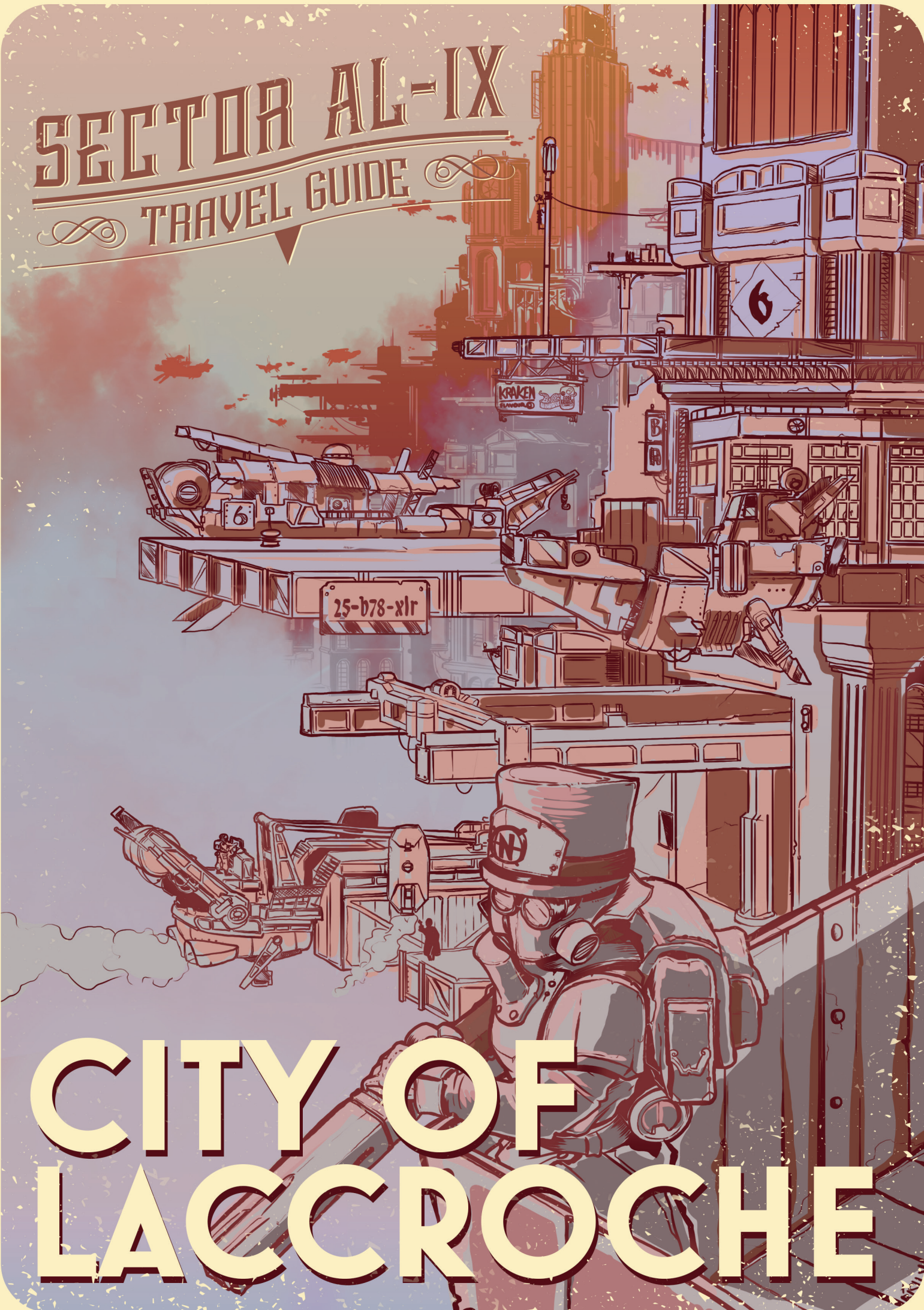
100 0 100 200

NAUTICAL MILES



SECTOR AL-IX

TRAVEL GUIDE



CITY OF LACCROCHE

LA GAZETTE DES NUAGES

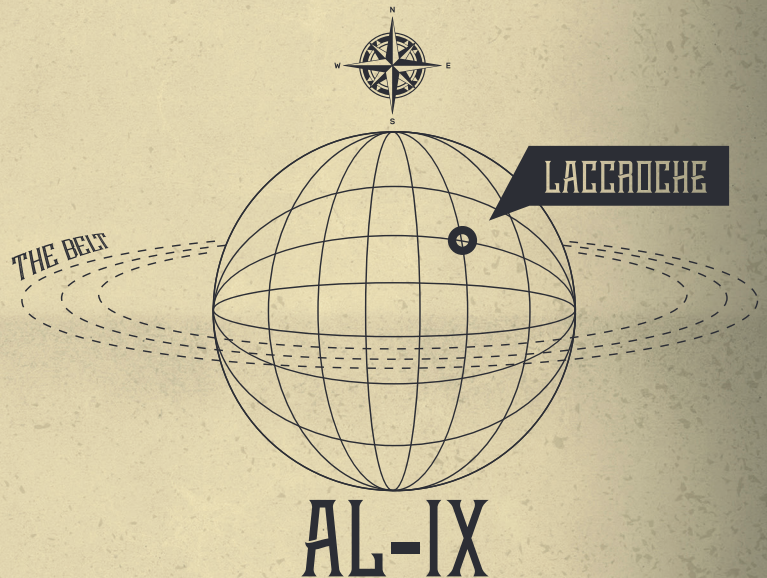
Editor in chief Louis Fossaire // Periodical editor LA GAZETTE Dock 81 / Bat 658 - 01-L'ACCROCHE

Discovering AL-IX secrets: : historical retrospective with Professor Marcel

In an exclusive interview, professor Marcel, an eminent astrophysics and planetary history specialist, gives us a fascinating retrospective history of planet AL-IX, more commonly known as Alix.

Located in the heart of the AL system, AL-IX has long been catalogued as a dwarf gas planet. Wrapped in a dense layer of toxic clouds going from deep in its heart to high in its atmosphere, it exists in a state of constant evolution at the mercy of storms. However, research has revealed an unexpected particularity: unlike the first hypothesis, Alix is actually a telluric planet. In fact, only its surface and low atmosphere pose a serious threat to human beings.

This revolutionary discovery paved the way for bold scientific expeditions that found shelter in the planet's upper atmosphere, referred to now as the sea of clouds. Thanks to anti-gravitational technology, floating scientific outposts were built, marking the beginning of a deeper exploration of this mysterious planet.



During the early years after establishing the first scientific outposts, it became obvious that the toxic atmosphere of AL-IX is where the real treasure lies. The interior layers of this atmosphere were mainly made of a specific gas called "stasis gas". This gas, essential to the functioning of floating anti-gravity engines, used to be artificially produced on many worlds, necessitating a heavy chemical industry. On AL-IX, though, it could be collected easily by filtering the air, thereby offering a precious and unlimited resource within reach. This discovery marked the beginning of massive colonization efforts of the planet.

Economical growth:

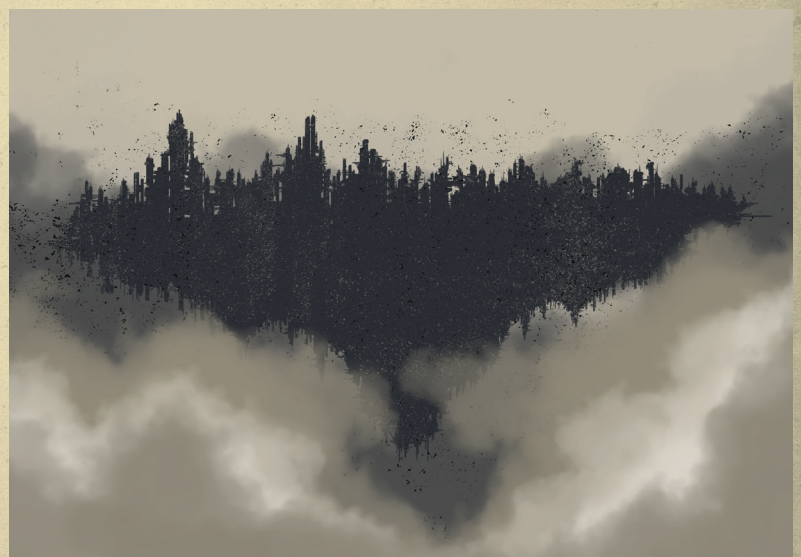
Laccroche, the city of clouds is all the rage!

After decades of heavy industrial effort, the floating megalopolis is emerging as the economic pillar in the AL-IX atmosphere, positioning itself among the most crucial industrial centers in the system. The corporate giants in the system have inevitably gained a foothold on the planet, attracted by its unique resources and commercial opportunities. Among the suspended cities, Laccroche can easily be distinguished as the undisputed leader, enjoying rapid growth on its way to becoming the capital of the planet. Spanning hundreds of kilometers, this giant floating metropolis is often considered a suspended continent. With its unstoppable energy it is packed with docklands, refineries, and all the modern infrastructure a major city needs. Laccroche is a bustling activity hub, with a ceaseless flow of ships and merchandise entertaining its airways.

With the whole system based on the precious gas resources of AL-IX, the planet itself is entirely dependent on the AL system for its survival. As a major business crossroads, the heart of AL-IX beats to the frantic rhythm of millions of transports, assuring an uninterrupted flow between the floating cities and the surrounding region.

The expansion of Laccroche underlines not only the economic vitality of AL-IX but also its critical position in the greater system economy.

Charle Flotteur
Economic preacher



*Laccroche-
Overall view during spring hiatus*

Piracy:

The endemic plague threatens the commercial lanes of AL-IX

Within the vast stretches of the AL-IX atmosphere an insidious plague has settled in, jeopardizing commercial lanes and the precious shipments crossing them. Piracy, once marginal, has become an alarming reality for major companies exploiting the planet. The “cloud pirates” impose terror in the sky.

These pirates, as impressive as they are bold, cunningly and cleverly exploit the atmospheric currents to track down vulnerable convoys and take their wealthy shipments with no remorse. Their sharp knowledge of areas with low surveillance allow them to mercilessly harass the main commercial lanes, defying efforts of security forces attempting to stop them.

Their modus operandi is impressively simple: under the guise of simple transports or industrial craft, they reveal their true nature at the opportune moment. Swooping down like a bird of prey, they pounce on their target before disappearing into the clouds, leaving behind a wake of chaos and destruction.

These pirates are not only air ruffians, they have true armadas. Their flying vessels being civilian ships, modified to fit their nefarious needs. Their ingenuity and agility, along with the ability to evade security forces make them impressive opponents, spreading confusion and instability on the crucial commercial lanes feeding the AL-IX economy.

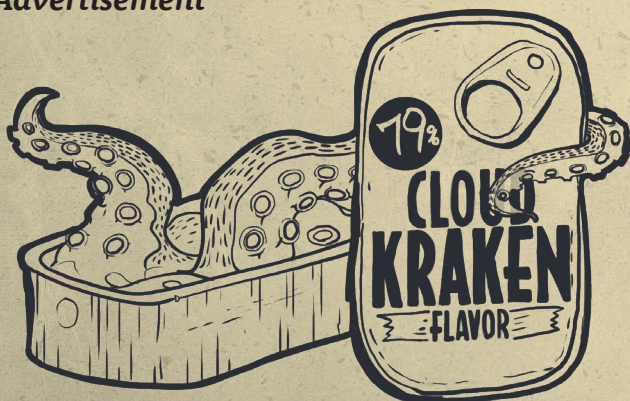
Facing this growing threat, the Northern Company along with system authorities must work twice as hard to protect their goods and interests. As long as cloud piracy continues to thrive, the battle for safety in the skies of AL-IX is far from being won.

Maria Bonniface - Field journalist in her office.



Pirate ship intercepted by a CDN gun port

Advertisement



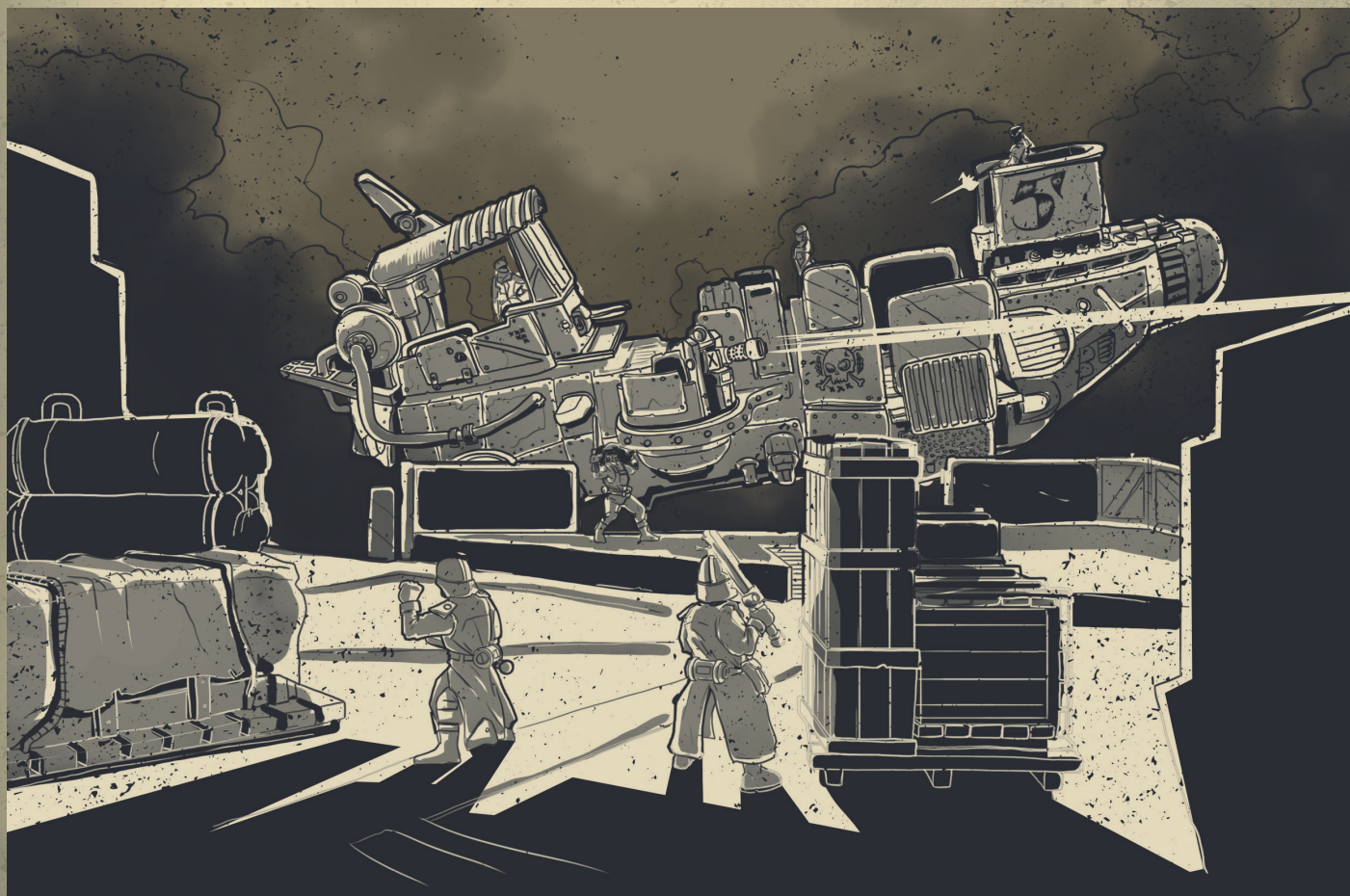
Explore the unique tastes of the skies with THE KRAKEN PORTION

Made from the mythical mist Kraken, this portion offers a perfect mix of 79% of decontaminated Kraken meat and 21% of exquisite delights.

Dive into an unmatched experience with the Kraken Portion from today!

News:

Raid on docks 73



Members of the Docker clan come into contact with the CDN during a raid.

In a recent series of tumultuous events, members of the remarkable Dockers Clan were seen during a raid, spreading chaos in the docklands of Laccroche. With their nickname the “dock rats” or “under-dock scum” by the authorities, these audacious pirates distinguish themselves through boldness and ingenuity.

With their expert knowledge of the docklands maze as a weapon, the renegade Dockers operate with surgical precision, targeting convoys with an impressive efficiency. Their proven operational methods allow them to skillfully avoid security forces and slip into the sea of clouds before alarms can be raised.

Members of the Dockers clan, mostly old dockers and downtrodden workers, are known for their flawless determination to survive in the most hostile environments. For them, piracy is often the only way to survive in the ruthless world of the sky.

With authorities working twice as hard to end their criminal activities, the Dockers continue to be a constant threat to the safety of Laccroche’s commercial lanes. Their ability to evade security forces and disappear into the shadows of the docklands make them impressive opponents, defying the law and sewing trouble in the suspended city.

Tymothe Capitou

Politics:

The Compagnie du Nord: A necessity in the safety and prosperity of the AL System

Within the complex economic fabric of the AL system, the Northern Company has distinguished itself as an essential pillar of prosperity and safety. Founded on the principles of exploration and business, the Compagnie Du Nord acts as an invaluable private security force, from protecting shipyards to intersystem business.

Thanks to its large resources and its versatile expertise, the CDN is helping to establish an environment of stability and economic growth in the region. Their watchful presence in the city of Laccroche and beyond, owing to its impressive army, guarantees safety for all goods and inhabitants against internal and external threats.

The CDN's constant patrols throughout the sector are a testament to their unwavering commitment of tracking down pirates and maintaining order. Though some may see it as a brutal organization, its crucial role in the protection of vital interests on planet AL-IX cannot be ignored.

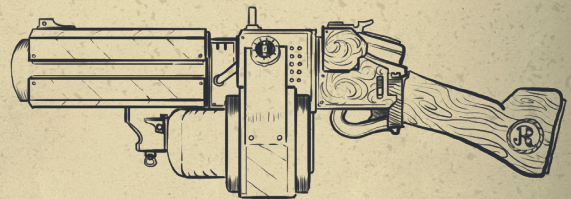
Despite critics, the Northern Company remains a necessary force in the delicate balance of the AL system, ensuring prosperity and safety in the area.

Jean Balance -

Article sponsored by the CDN

Advertisement

**MANUFACTURE
ROBINSON**



MODELE90

The brand new Model Robinson 90 electrical
shock rifle without compromise



Other news:

Doctor Simon, The archeoplanetologist, still declared missing

The scientific community is devastated after the unexplained disappearance of doctor Simon, renown archeoplanetologist, following his latest expedition on the surface of our beloved planet. Sent on a mission by the Northern Company to explore buried mysteries on the planet's surface, doctor Simon's goal was to gather precious data on the history and geology of this mysterious planet, shrouded deep in the mist.

However, since his supposed return from the expedition, doctor Simon has not been seen. Local authorities and the Northern Company are leading a thorough investigation into his whereabouts, but no results have been published.

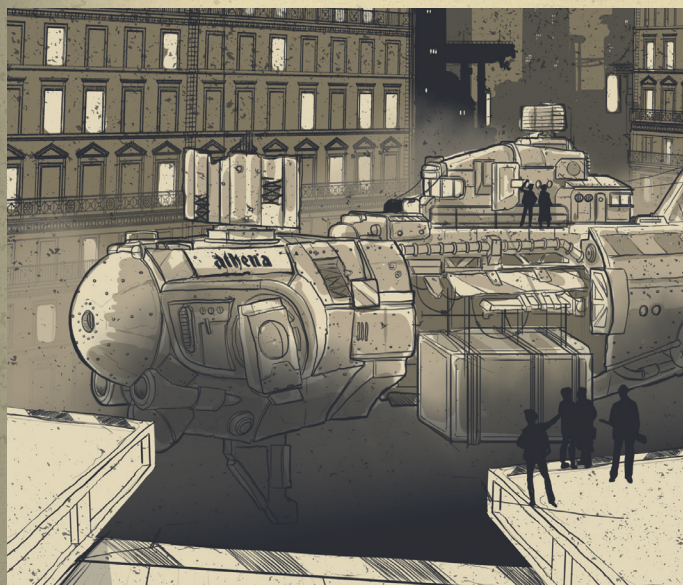
Unsettling rumors have begun to spread in the corridors of Laccroche. Some are sure that doctor Simon made revolutionary discoveries during his expedition, uncovering secrets yet known to the colonies. Others go as far as to say the Compagnie Du Nord is behind his disappearance in an effort to conceal his discoveries and protect some kind of hidden agenda.



Docteur Simon William

Confronted with these speculations, the Northern Company has published an official statement reassuring its commitment in the search for doctor Simon and the promise of total transparency on the investigation. Doubts persist, however, in the minds of many observers, feeding the mystery around the disappearance of this renowned scientist.

Awaiting new developments, the scientific community holds its breath, in the hopes that doctor Simon will be found safe and sound and that the truth behind his discoveries be brought to light.

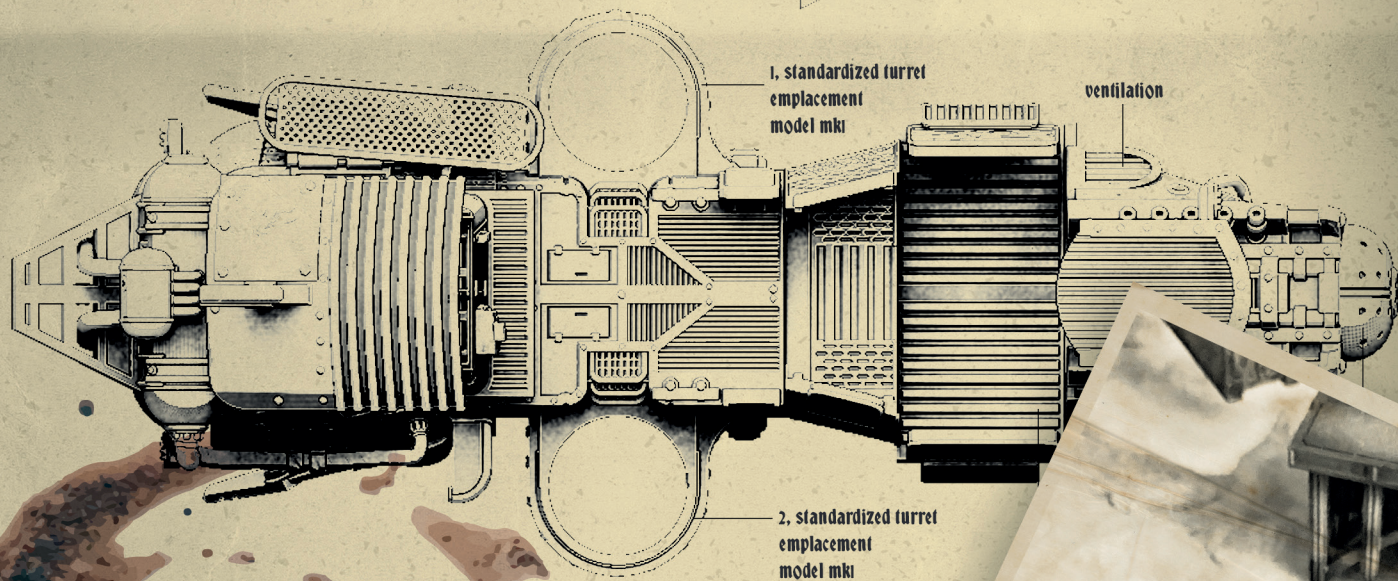
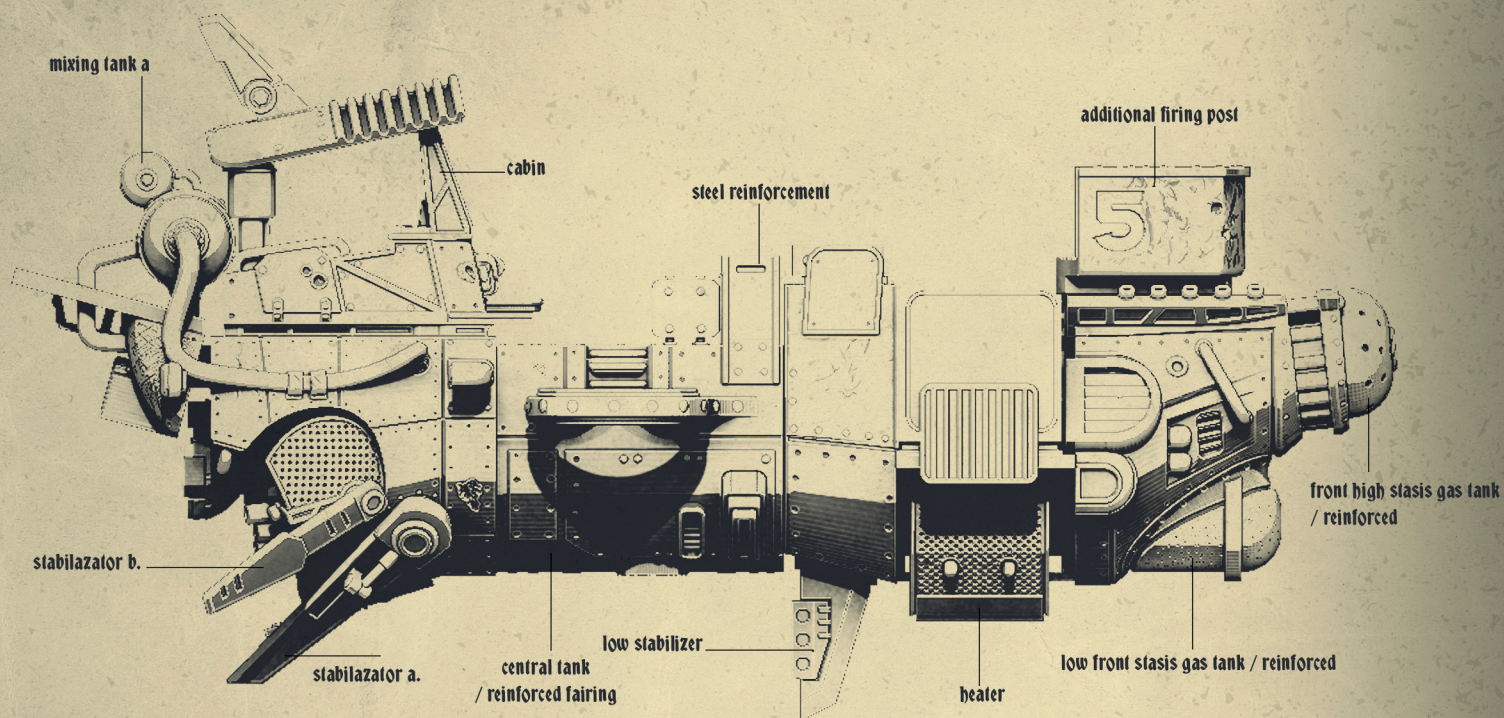


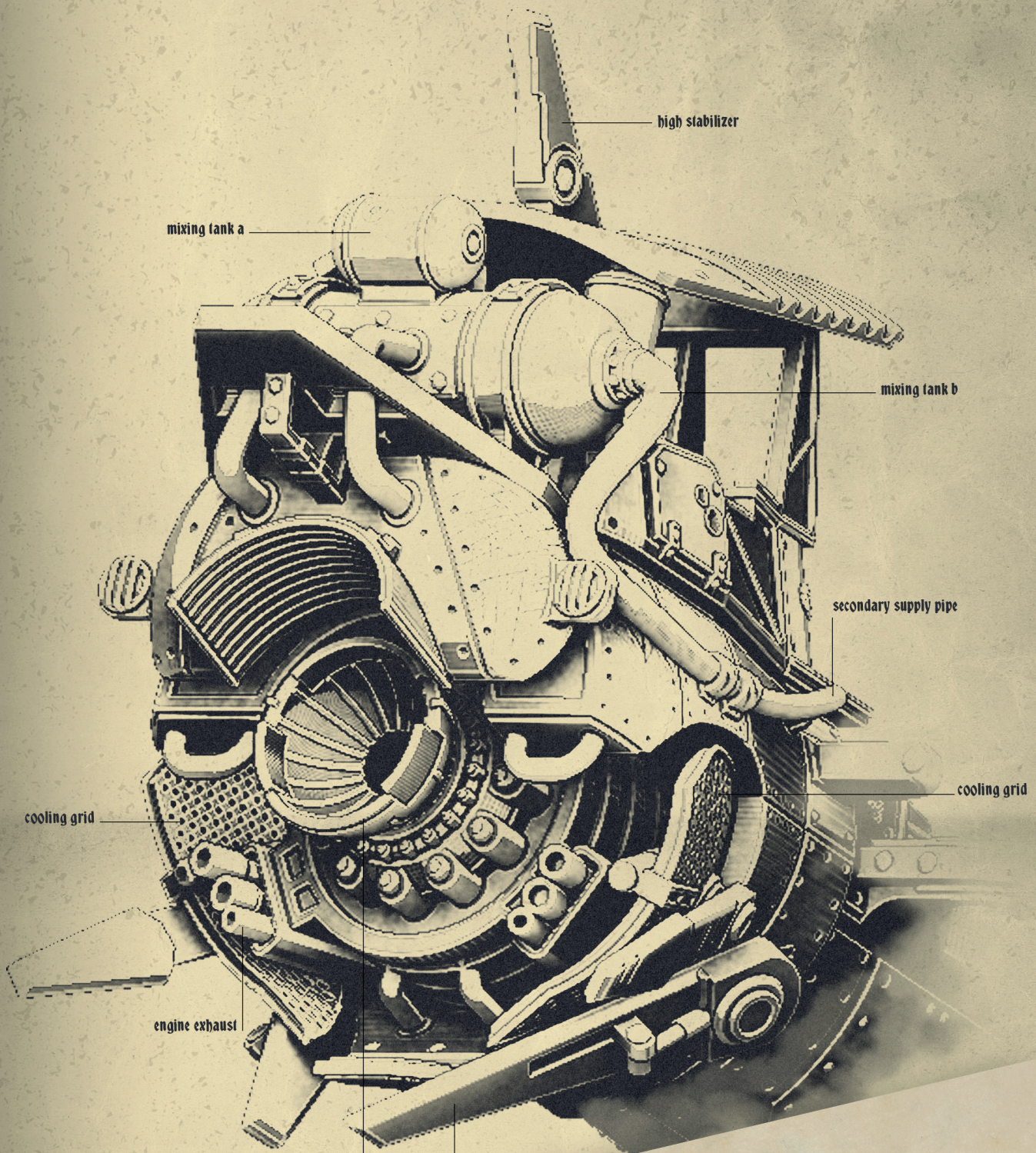
The Athena, the exploration ship of Dr Simon during its supposed return from the expedition

Anneth Poirié - Reporter

MODIFIED TUGBOAT

SUB DOCK SHIPYARD-86B - ENGINEER CARLOS «UN OJO»





Captain,
 We installed the new engine. To have this type of engine work on
 such a wreck, we needed to make major modifications. It is
 possible that in case of a re-start of system, it might be
 temperamental.

To avoid over-heating and wall distortion of the combustion
 chamber, cooling systems (...) integrated. It can include
 canals (...) chamber, (...)



The Dockers, the famous clan from the under-docks of Laccroche, are counted among the many pirate outfits on AL-IX. After the company many relied on for employment suddenly departed, some turned to piracy, leaving hundreds of inhabitants jobless.. The workers trade unions slowly became crime organizations to survive. Adopting the mantra “What we carry belongs to us”, the Dockers form fleets under the leadership of captains, carrying out raids on targeted docks before vanishing into the under-docks labyrinths. Hunted by the Northern Company along with the authorities, they attract those of all talents seeking refuge and freedom. Targeting mostly goods from the companies, they are able to disappear into the city of clouds as quickly as they appear in it, owing to a relative clemency from the population. Their strength lies in their complex web of informers, encompassing Laccrorche industries and beyond thanks to their trade unions.



Apart from the use of civilian and industrial ships heavily modified, pirates benefit from a variety of energy weapons and personalized canons. As the military grade weaponry is strictly controlled on Laccroche, pirates have become experts in the making of diverse weapons, as impressive as not really reliable.

On AL-IX, the electrical energy weapon, as the shock rifle, has become the norm in all the armed forces. Powerful and only needing a battery and a small reserve of stasis gas as a unique munition, the salvo of energy produced by the canons makes it an impressive weapon, able to pierce the best armors in only one shot.

BASIC PRINCIPLES

In the game «Sector AL-IX», you play the role of a pirate captain and his fleet. Your goal is to gather a maximum of loot in order to maintain and extend your crew by accomplishing varied missions. Your opponent in the game is the faction of the Compagnie du Nord, that will try buy every means to use its fleet to block you. The Compagnie du Nord is more powerful than you and has unlimited means...That's for you to find the best strategy to escape them.

There are 2 game modes for Sector AL-IX: the «**Raid**» mode which allows you to play quickly with a definite number of fleet points, in solo or in cooperation mode with another player, and the «**Campaign**» mode that can be played solo or in cooperation against the game or a game master. In the campaign mode, the player will have to make his fleet evolve during an adventure through diverse scripted missions which succeed each other. The campaign can be found in the «**Troubled Sky**» campaign book.

THROW OF THE DICE

In Sector AL-IX, many actions you will make will be determined by a dice roll. We use a 20 sides dice (D20). When a test is asked by the rules, the number is always indicated as follows: (5+), which means you have to make, with a 20 sides dice (D20), a result equal or superior to 5. Modifiers, whether they are bonus or malus can apply to this throw; we will detail them later in the book.

It is possible that a value indicates +5, for example, which means that 5 is added to the result of your throw.

The 6 sides dice (D6) is only used to determine the arrival position of enemy backup.

MEASURE

All the measures in sector AL-IX are made thanks to **the omnitool**. You can measure, at any time in the game, to check a range, for example, or to make sure a maneuver will not lead you to a crash.

All the figurines own a circular base, whether it is infantry or ships. The moving or maneuver measures are always made from this base.

FIGURINES HEIGHT

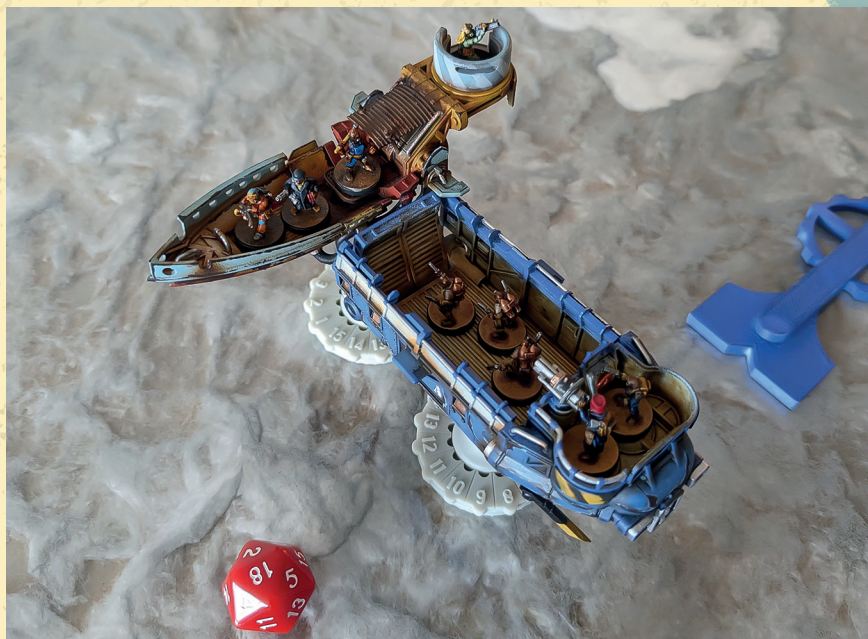
All the flying figurines in Sector AL-IX are supported by a shaft. The height of the shafts has no importance; all the flying figurines are always considered in game as being on the same plan, at the same height (see rule on the sight lines). *And no, your 30cm shaft doesn't give you a better point of view on the situation.*

Ship use 5mm rods

Bike use 3mm rods

PLAYING AGAINST THE GAME

In sector AL-IX, you will have to fight the faction of the Compagnie du Nord. It is entirely managed by the game thanks a situational behavior system called IA in the game. If you wish to leave this role to a player, he will then become the game master. As such, he will take the control of the faction and of all the elements normally managed by the game mechanics, with this extra rule: the game master is always right even when he is wrong.



COOPERATION

If you decide to play in cooperative mode, one of the player will take the role of captain. The next player will then embody his character with a captain card, but he will have the role of second-in-command. The captain always has the last word on decisions. If the captain comes to die, the second-in-command takes the role of captain, and the old captain must create a new character that will hold the role of second-in-command. A fertile field for treason... We will see this rules with more details.

RUN A TEST

At many moments in the game, to succeed in an action for example, the player will be asked to run a test. The tests are always introduced the same way: name of the test, then a number in between parenthesis, example: mechanical (8+).

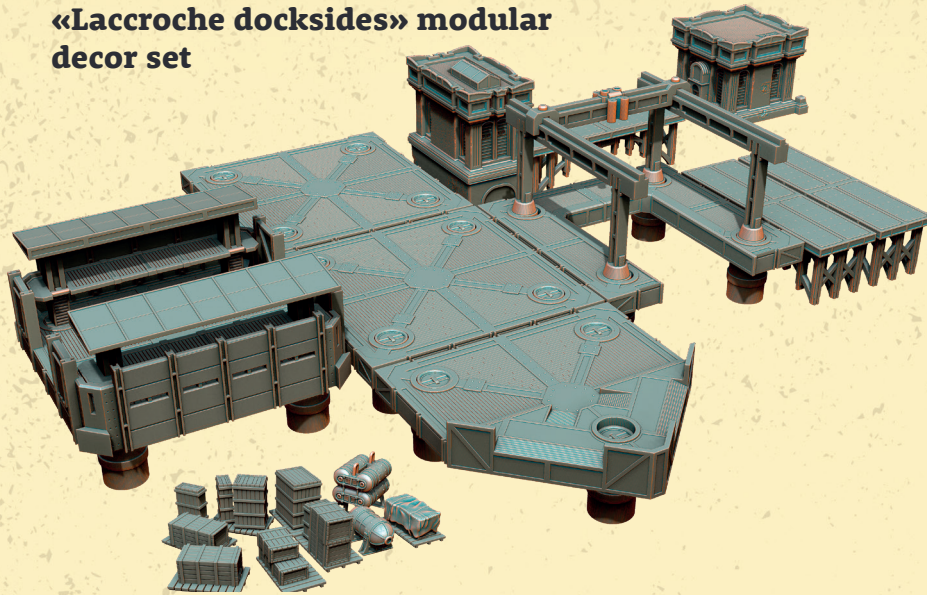
This number indicates the result to obtain on a D20 to pass the test.

A QUESTION OF OPPORTUNITY!

Sector AL-IX adopts an approach closer to role play game than to wargame. In that sense, you can absolutely adapt the rules to the given situation, or invent some new ones. A simple D20 throw can help you solve any situation. If, for example, you find that a given situation allows your Captain to make him feel completely able to jump overboard to join the docklands as the ship is sailing, you can always evaluate the situation and throw a dice (D20). This rule is not written in your rules book, but if you don't get along with the game master, your partner or yourself, do not hesitate.

An easy situation can require a test on (5+), an uncertain situation (10+) and a difficult situation (15+).

«Lacroche docksides» modular decor set



Necessary items to play the «Troubled Sky» campaign and to play in «Raid» mode

00-Pillard-S **X11**
 01-platform-end **X1**
 03-control-building-base-roof **X1**
 03-control-building-base **X1**
 02-platform-dock **X1**
 01-platform-square **X2**
 04-warehouse-base **X1**
 04-warehouse-roof **X1**
 04-warehouse-top-V2 **X1**
 06-crane-center **X1**
 06-crane-pillard **X4**
 06-crane-top-lateral-bar **X2**
 07-fortified-place-pillard **X4**
 07-fortified-place-roof **X2**
 07-fortified-place **X1**
 08-bridge **X3**

Crate **X10**

Cistern **X4**

Objective crate **X6**

Figurines of the Compagnie du Nord (CDN)



x2

Landing craft



x1

CDN patroller



x3

CDN truck



x2

Pacificator



x6

CDN pilot



x10

CDN soldier



x1

CDN officer



x6

Voltigeur



x10

CDN agent



x3

CDN biker

Dockers pirates clan figurines

The number of units of the Dockers pirates clan and the ships arsenal is entirely dependent of your personal fleets. The indicated numbers, except for the special characters that are unique, match the recommended number to start the game.

Alternative skins
for the captain



x1
Captain (1 by player)



x3
Motojet



x1
Surgeon



x1
Mechanics



x1
Sniper



x1
Captain's mate



x1
Blades Lady



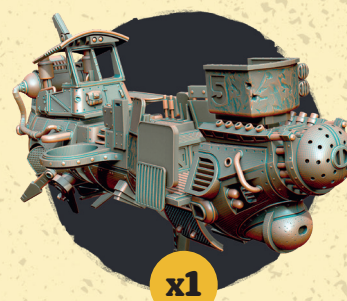
x1
Master Gunman



x1
Handling Shuttle



x1
Mine Thrower



x1
Modified Tugboat



x10
Pirate Docker



x10
Pirate Crew



x2
Lorry



x2
Pirate Speedboat

Pirate weapons and mines



xX
Heavy weapons (2 of each)

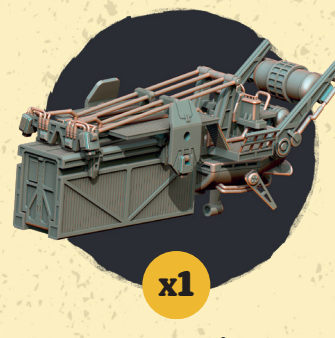


x4
Mine in a crate / Deployed mine

Civil vehicles



x2
Boat



x1
Transcontainer



x1
Handling diving suit

Many other units and scenery are available or coming soon to complement the base kit. The rules for integrating them into the game will accompany these new units.



SHIP CARD

The name of the ship and its type

The number of modifications the ship can take on

The number of heavy weapons the ship can be equipped with

The cover the ship offers to his onboard units

The ship faction icon

The ship size

The cost of the ship in «fleet Power»

The shooting angle of the heavy weapon spot.
 Here, you can write down the heavy weapon you used.

The ship special ability

Here, you can write down the modifications you installed.

The plan of the ship with its carrying capacity for a crew. Each icon indicates the accepted units size and their position.

For example, «S pilot» means the unit at this spot will imperatively be the ship pilot and his size cannot be over S.

All the units in Sector AL-IX can occupy all the positions; some are just better than other in the task..

- Mechanical reliability
- Boarding bonus
- Armour against light shootings
- Armour against heavy shootings
- Ship life points

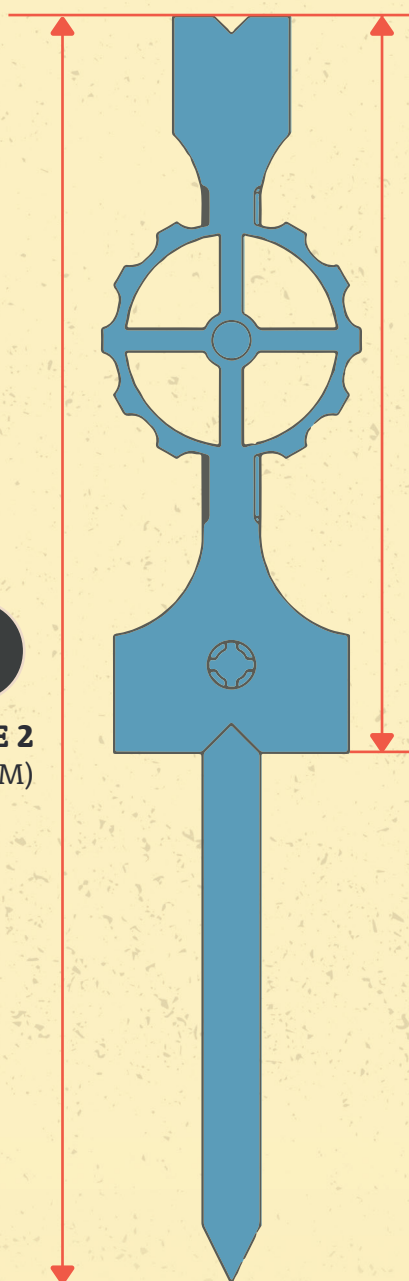
THE OMNITOOL

The **omnitool** is the universal measurement tool in the game Sector AL-IX. It will help you move units, ships, maneuver your ships and check the range of all of your units. You can measure at any moment during the game.

You will find the specific terms of the **Omnitool** all along the rules book.



R 2
RANGE 2
(21,5 CM)



R 1
RANGE 1
(12,5 CM)

SHORT MOVE
(2 CM)



**MANEUVER
WHEEL
SHOOTING
ANGLE**

LONG MOVE
(4 CM)

GAME PHASES

In Sector AL-IX, each mission takes place in a series of rounds until the achievement of the goal. Each round is divided into several phases during which the players and the non playing characters (NPC) act. Unless you have a contradictory instruction in the script, there is no limit to the number of rounds.

GAME ROUNDS

1-BACKUP PHASE

2-EVENT PHASE

3-HOSTILE PHASE

(non playing characters)

- ships drifting
- Motojets activation
- Pilots activation
- Other units activation

4-PLAYER ACTION PHASE

- ships drifting
- Motojets activation
- Pilots activation
- Other units activation

5-FINAL PHASE

ANCHORAGE PHASE

If you play in the context of a campaign, after each mission, an extra phase, called anchorage phase, is added. This phase allows you to manage your fleet, do business, and to recruit crew members...

All these phases will be described in details later in the book.

1-SHIPS REPAIRS

2-BUSINESS PHASE

3-RECRUITMENT

4-CREW MANAGEMENT

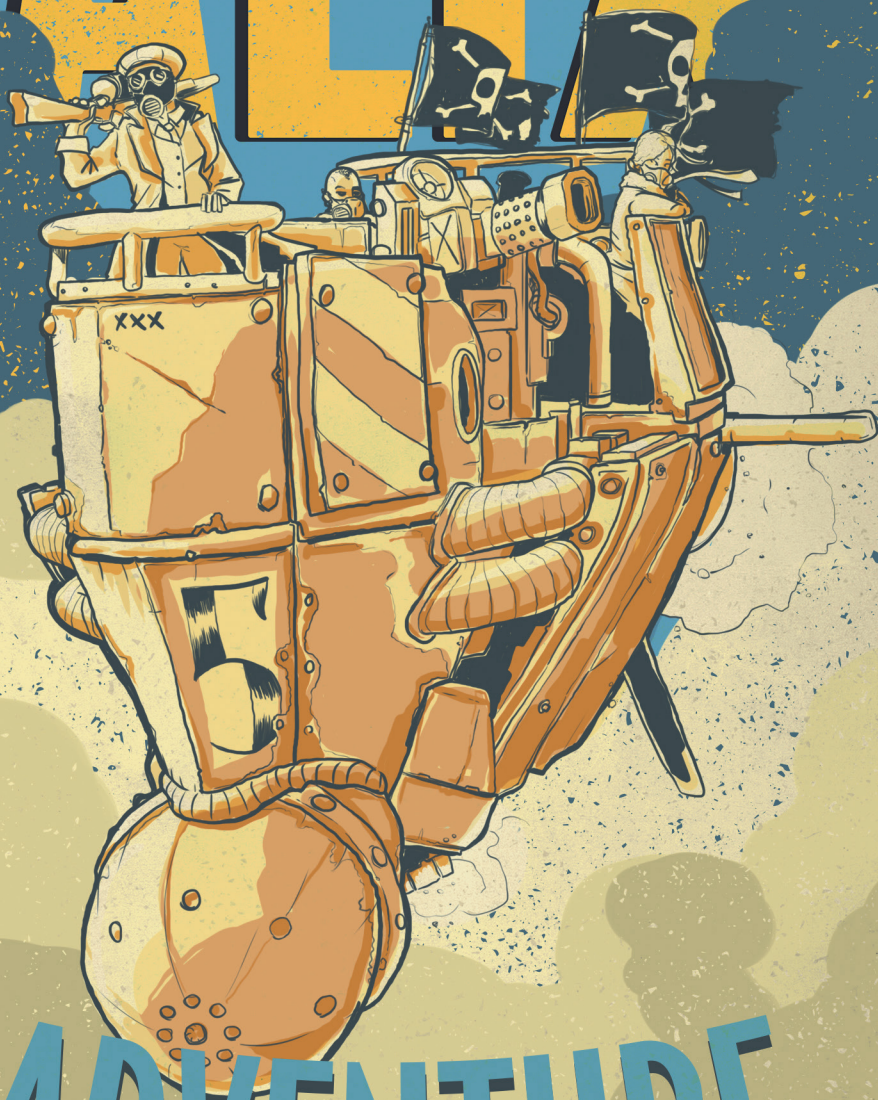
5-MISSION TAKING



somewhere on a dock in the Iacroche district



SECTOR ALIX



ADVENTURE
BEGINS